

METHOD AND SYSTEM FOR REAL-TIME RENDERING WITHIN A GAMING  
ENVIRONMENT

ABSTRACT OF THE DISCLOSURE

5           A method and system for real-time rendering within a gaming environment.

Specifically, one embodiment of the present invention discloses a method of rendering a  
local participant within an interactive gaming environment. The method begins by  
capturing a plurality of real-time video streams of a local participant from a plurality of  
camera viewpoints. From the plurality of video streams, a new view synthesis technique  
10 is applied to generate a rendering of the local participant. The rendering is generated from  
a perspective of a remote participant located remotely in the gaming environment. The  
rendering is then sent to the remote participant for viewing.

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